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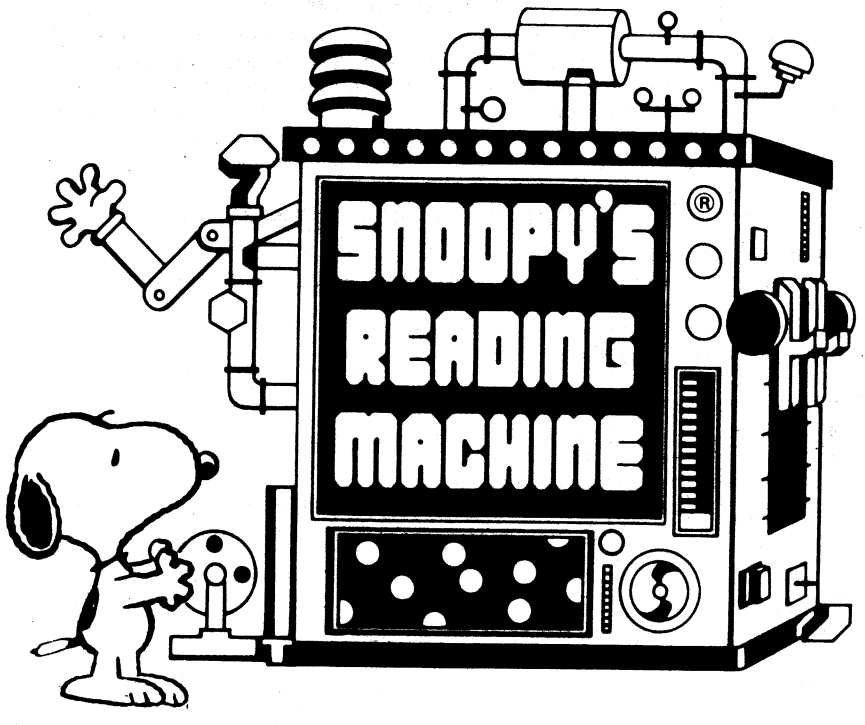

INTRODUCTION

Snoopy®, Charlie Brown® and the Peanuts® Gang help children make words! Packed full of giggles and hours of play, *Snoopy's Reading Machine* uses delightful animation, music, and Charlie Brown's actual voice to introduce preschoolers and early elementary school children to five word families (at, et, ig, op, and ug). With the aid of Snoopy's wonderous Reading Machine, children discover that letters are the building blocks of words. Watch and listen as Charlie Brown gives the directions and words come to life!!

USING THE PROGRAM

Equipment Needed:

- an Apple® IIGS with 1 megabyte of Random Access Memory (RAM)
- one 3.5-inch disk drive
- monitor (color recommended)
- printer (strongly suggested)

To Begin Playing *Snoopy's Reading Machine:*

- Make sure the computer is off and the monitor is on.
- Insert the disk with the label side up.
- Turn on the computer and the program will load.

Note: The first time you run this program, you'll be asked to type your name on the Owner's Frame. Afterwards, you can change the owner's name through the Change Owner option on the Options Menu.

Special Keys:

The following keys are used throughout the program:

?	- to see game directions
esc	- to leave the game and return to the title screen
SPACE BAR	- to move within the Options Menu or "pop-up" menus
Ó-O	- (Open Apple-O) to go to the Options Menu (see below)
Ó-P	- (Open Apple-P) to print any screen at any time
Ó-Q	- (Open Apple-Q) to quit the program

THE OPTIONS MENU

From the Options Menu you can select a different game, review game directions, change the owner screen, print Snoopy's Reading Machine Certificates, and turn the speech or sound "on" or "off". To go to the Options Menu, press **Ó-O**. The status of each option is displayed in parentheses. Use SPACE BAR to move and RETURN to select an option. When an option is selected, a "pop-up" menu will appear. Use SPACE BAR to move within this menu and RETURN to select. After RETURN, the "pop-up" menu will close and your change will appear in parentheses on the Options Menu.

1. Game Level (Snoopy's Warm Up)	Press RETURN for game "pop-up" menu (see next page)
2. Program Directions	Press RETURN for program directions
3. Change Owner	Press RETURN to change owner screen
4. Printer Setup (Black Ribbon)	Press RETURN for ribbon "pop-up" menu
5. Print Certificate	Press RETURN to print Reading Machine Certificates
6. Sound (on)	Press RETURN for sound "pop-up" menu
7. Speech (on)	Press RETURN for speech "pop-up" menu
8. Go to Game	Press RETURN to go to the game you've selected

GAMES

Snoopy's Reading Machine contains three games that help children learn to read words in five word families.

Snoopy's Warm Up: This game is designed to help children recognize beginning letters and make words in five word families.
Directions: 1. Use the SPACE BAR to choose a word family (AT, ET, IG, OP, or UG). 2. Look at the picture and listen as Charlie Brown says the name of the picture. 3. Using the SPACE BAR, choose a beginning letter to make the word and press RETURN. If you're correct, the Peanuts Gang will animate. 4. After 5 matches you'll be offered a chance to print out a Reading Machine Certificate. At anytime, press **Ó-P** to print a copy of the screen. 5. Press **esc** to leave the game and return to the title screen to change game level or other options.

Snoopy's Workout: This game is designed to help children identify beginning letters to make words in five word families.
Directions: 1. Use the SPACE BAR to choose a word family (AT, ET, IG, OP, or UG). 2. Look at the picture and listen as Charlie Brown says the name of the picture. 3. Type the beginning letter that makes the word. If you are correct, the Peanuts Gang will animate. 4. After 5 matches you'll be offered a chance to print out a Reading Machine Certificate. At anytime, press **Ó-P** to print a copy of the screen. 5. Press **esc** to leave the game and return to the title screen to change game level or other options.

Snoopy's Game: This game is designed to help children identify both beginning letters and words families to make words.
Directions: 1. You'll see a picture in Snoopy's Reading Machine. 2. Use the SPACE BAR to choose the first letter of the picture. Then press RETURN. 3. Then use SPACE BAR again to choose the correct word family and press RETURN. 4. After 10 matches Snoopy's Reading Machine goes wild and you'll be offered a chance to print out a Reading Machine Certificate. At anytime, press **Ó-P** to print a copy of the current screen. 5. Press **esc** to leave the game and return to the title screen to change game level or other options.

SUPPORT

If you have any questions or problems, call Queue, Inc. at 1-800-232-2224 (in Connecticut, Alaska and Canada call 203-335-0908). Defective disks will be replaced free of charge up to 90 days after invoice date. Disks damaged after 90 days may be replaced at $10.00 per disk. Mail the damaged disk and appropriate payment to Queue at 338 Commerce Drive, Fairfield, CT 06430, for a prompt replacement.

Backup disks are available for $10.00 per disk. Customers are limited to one backup disk for each disk purchased. **Backup disks are for archival purposes only.**

Never expose any computer software to excessive heat or cold. Do not leave your software near a strong magnetic field such as might be produced by an electric appliance, stereo, or speaker magnet. Always place your software in its sleeve when you are not using it. This will protect it from dust and finger prints. Finally, never touch the exposed parts of the disk which are visible through the holes in the disk cover.

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